

FIG. 1

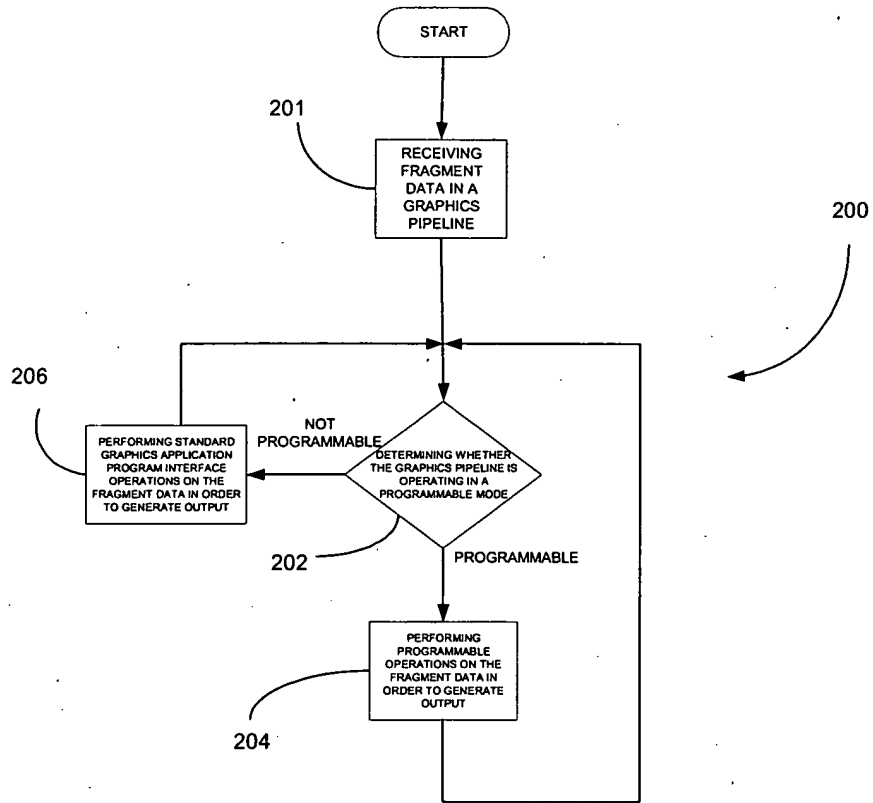


Figure 2

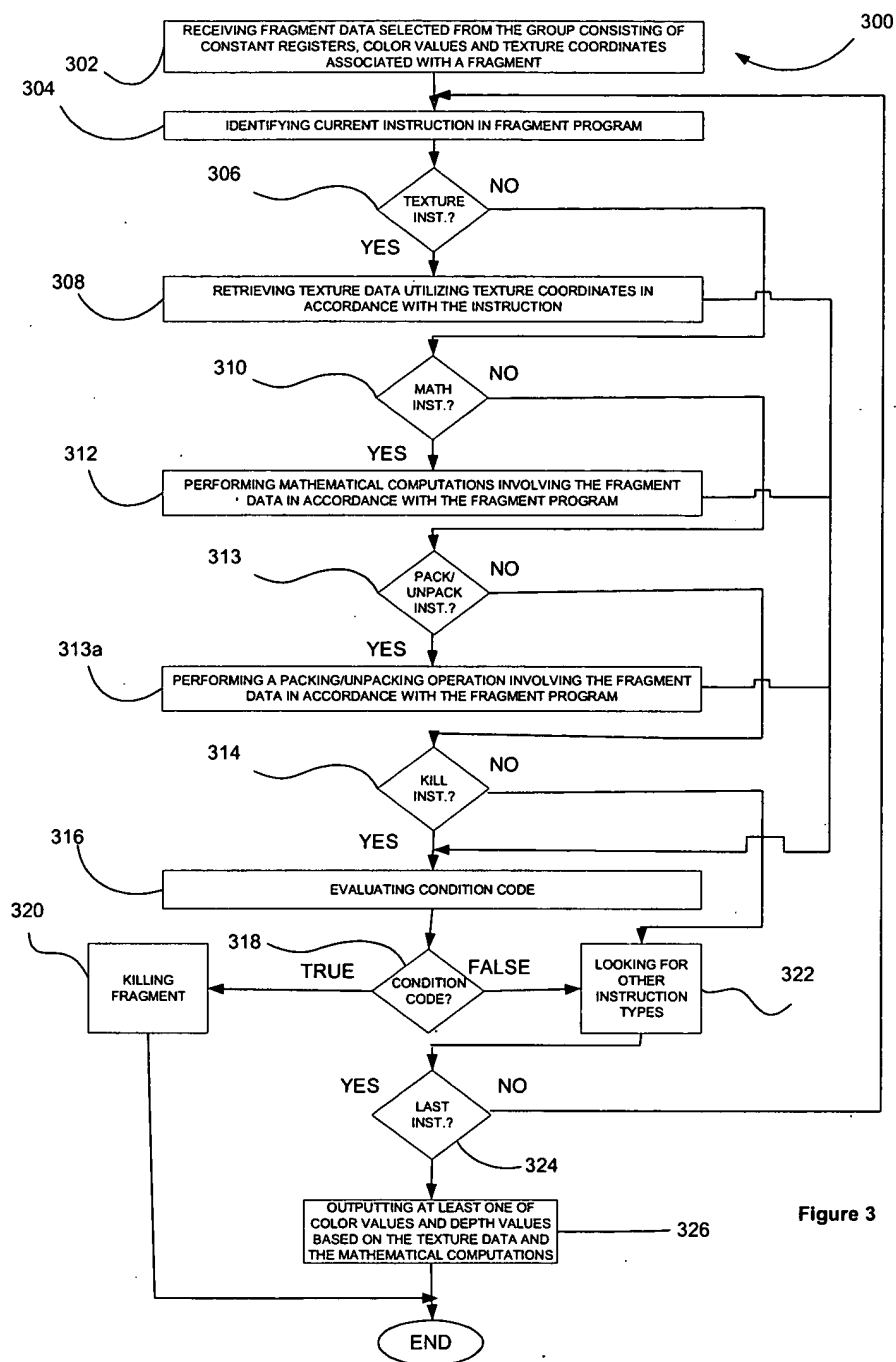


Figure 3

1000647.113001

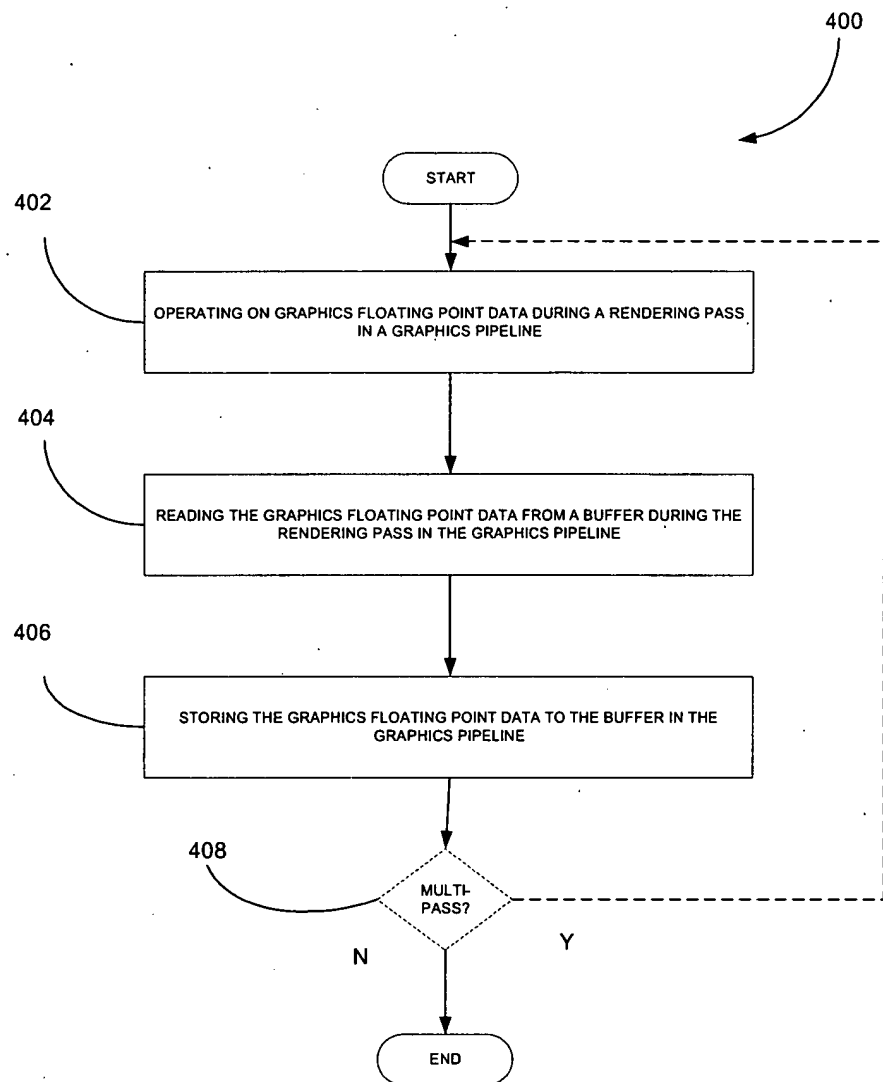


Figure 4

Get Value	Type	Get Command	Init. Value	Description	Sec.	Attribute
TEXTURE_FLOAT_COMPONENTS_NV	n x B	GetTexLevel	0	True if texture holds unclamped floating-point values	3.8	-

Get Value	Type	Get Command	Init. Value	Description	Sec.	Attribute
CLEAR_COLOR_VALUE	C	GetFloatv	0,0,0,0	Color buffer clear value (RGBA mode), each value clamped to [0,1].	4.2.3	color-buffer
FLOAT_CLEAR_COLOR_VALUE_NV	4xR	GetFloatv	0,0,0,0	Color buffer clear value (RGBA mode), each value unclamped.	4.2.3	color-buffer

Get Value	Type	Get Command	Init. Value	Description	Sec.	Attribute
FLOAT_RGBA_MODE_NV	B	GetBooleanv	-	True if color buffers store floating-point data	4	-

Figure 5

10006477.13001